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1 Communication through virtual active objects overlaid onto the real world

Hiroyuki Tarumi, Ken Morishita, Yusuke Ito, Yahiko Kambayashi

September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

Full text available: pdf(1.46 MB) Additional Information: full citation, references, citings, index terms

**Keywords**: CVE architecture, augmented reality, autonomous agents, community computing, mobile systems, overlaid virtual systems, virtual pets

2 Media transports and distributed multimedia flows

Mark Baugher

March 1992 **Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990's**

Full text available: pdf(1.55 MB) Additional Information: full citation, references, citings, index terms

3 Digital tags: data with restricted accessibility for e-commerce applications

Yahiko Kambayashi, Hiroyuki Tarumi, Ken Morishita

January 2001 **Australian Computer Science Communications**, Volume 23 Issue 6

Full text available: pdf(1.20 MB) Additional Information: full citation, abstract, references

Publisher Site

A digital tag is defined to be attached to objects and there are the following two kinds of major functions; (1) tags are only accessible through base objects and there are constraints which should be satisfied to access a tag, (2) tags can be used as paper tags in the real world. In many cases, it cannot exist without objects to be attached. For each object we can define a real or virtual world location such that the object can be accessed only from users close to it. In the real world the dist ...

**Keywords**: active agents, augmented reality, e-commerce, mobile systems, real world constraints

4 Location awareness and moving objects: Efficient placement of geographical data over broadcast channel for spatial range query under quadratic cost model

Jianting Zhang, Le Gruenwald

September 2003 **Proceedings of the 3rd ACM international workshop on Data engineering for wireless and mobile access**

Full text available: pdf(326.37 KB) Additional Information: full citation, abstract, references, index terms

Data broadcasting is well known for its excellent scalability. Most geographical data, such as weather and traffic, is public information that has a large amount of potential users which makes it very suitable for broadcast. The query response time is greatly affected by the order in which data items are being broadcast. This paper proposes an efficient method to place geographical data items over broadcast channel that reduces access time for spatial range queries on them. This paper then perfo ...

**Keywords**: cost model, data broadcast, geographical information, mobile computing, optimization, query processing

5 Data organization and retrieval on parallel air channels: performance and energy issues

J. Juran, A. R. Hurson, N. Vijaykrishnan, Soontae Kim

March 2004 **Wireless Networks**, Volume 10 Issue 2

Full text available: pdf(238.18 KB) Additional Information: full citation, abstract, references, index terms

Our interest in the global information sharing process is motivated by the advances in communication and computation technologies, the marriage between the two technologies, and the almost limitless amount of information available on the network. Within the scope of the global information sharing process, when a user's request (potentially mobile) is directed to public data, broadcasting has been suggested as an effective mechanism to access data. The effectiveness of the schemes to retrieve pub ...

**Keywords**: access latency, energy awareness, global information system, indexing, mobile devices, scheduling, wireless communication

6 Location-based services and mobile computing: algorithms: Prioritized sequencing for efficient query on broadcast geographical information in mobile-computing

Jianting Zhang, Le Gruenwald

November 2002 **Proceedings of the tenth ACM international symposium on Advances in geographic information systems**

Full text available: pdf(246.72 KB) Additional Information: full citation, abstract, references, citings, index terms

Broadcasting is an effective and efficient way to disseminate public geographical information to massive users. In this paper, we use R-tree to index broadcast geographical data. Based on our observation that geographical data and their accesses are often concentrated (clustered) in real applications, we propose a novel prioritized sequencing method by considering access frequencies based on application semantics to reduce average access time (latency). The key idea is to put "hot" data items ah ...

**Keywords**: data broadcast, geographical information, mobile computing, prioritized sequencing, query processing

7 Session 2: streaming: Interaction with broadcast video

Mounir A. Tantaoui, Kien A. Hua, Simon Sheu

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(174.61 KB) Additional Information: full citation, abstract, references, citings, index terms

In video-on-demand (VOD) applications, it is desirable to provide the user with the *video-cassette-recorder-like* (VCR) capabilities such as fast-forwarding a video or jumping to a specific frame. We address this issue in the broadcast framework, where each video is

broadcast repeatedly on the network. Existing techniques rely on data prefetching as the mechanism to provide this functionality. This approach provides limited usability since the prefetching rate cannot keep up with typical f ...

**Keywords**: fast forward, fast reverse, latency, periodic broadcast, video on demand

**8** An architecture for a multimedia teleconferencing system



L Aguilar, J J Garcia-Luna-Aceves, D Moran, E Craighill, R Brungardt

August 1986 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM conference on Communications architectures & protocols**, Volume 16 Issue 3

Full text available: pdf(1.35 MB) Additional Information: full citation, abstract, references, citings, index terms

We present an object-oriented architecture for a computer-based, real-time, multimedia conferencing system. This architecture divides the system into five functional areas: a multimedia shared workspace, a user interface, conference management, communications, and an information base. The structure and operation of the first four areas are modeled with object-based concepts that address design requirements identified during the development of a proof-of-concept prototype, that preceded the ...

**9** The personal electronic program guide—towards the pre-selection of individual TV programs



Michael Ehrmantraut, Theo Härder, Hartmut Wittig, Ralf Steinmetz

November 1996 **Proceedings of the fifth international conference on Information and knowledge management**

Full text available: pdf(923.87 KB) Additional Information: full citation, references, index terms

**10** News on-demand for multimedia networks



Gene Miller, Greg Baber, Mark Gilliland

September 1993 **Proceedings of the first ACM international conference on Multimedia**

Full text available: pdf(106.03 KB) ps(1.21 MB) Additional Information: full citation, references, citings, index terms

**Keywords**: authoring, database, digital video, information service, messaging, networked multimedia, news, retrieval, wideband

**11** MPEG-4: an object-based multimedia coding standard supporting mobile applications



Atul Puri, Alexandros Eleftheriadis

June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

Full text available: pdf(747.80 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

**12** Unicast and Multicast in Next Generation Wireless Networks: Multicasting vs. unicasting in mobile communication systems



Janne Aaltonen, Jouni Karvo, Samuli Aalto

h c g e cf c

September 2002 **Proceedings of the 5th ACM international workshop on Wireless mobile multimedia**

Full text available: pdf(123.39 KB) Additional Information: full citation, abstract, references, index terms

We evaluate the multicasting gain over unicast in the cellular networks, where cells are engineered for a specific target call blocking probability. Our approach is Monte-Carlo simulation of dynamic multicast connections, and the traditional Engset model for the unicast traffic. We predict the gain given by multicasting by using earlier studied traffic patterns, and conclude that intervention of the network operator is needed to secure a significant multicasting gain.

**Keywords**: blocking, dimensioning, mobile networks, multicast

**13** Services: A mobility-aware broadcasting infrastructure for a wireless internet with hotspots

Cristian Hesselman, Henk Eertink, Ing Widya, Erik Huizer

September 2003 **Proceedings of the 1st ACM international workshop on Wireless mobile applications and services on WLAN hotspots**

Full text available: pdf(292.13 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we consider the problem of adaptively delivering live multimedia broadcasts (e.g., for applications such as TV, radio, or e-cinema) to a potentially large number of mobile hosts that roam about in a wireless internet with hotspots. We take a user-oriented approach based on an application-level delivery infrastructure consisting of and managed by (value-added) service providers. The service providers are mobility-aware and offer broadcasts in configurations that are optimized for w ...

**Keywords**: hotspots/overlays, mobility, multimedia broadcasting, negotiation

**14** Enhanced reserved polling multiaccess technique for multimedia personal communication systems

Benny Bing, Regu Subramanian

May 1999 **Wireless Networks**, Volume 5 Issue 3

Full text available: pdf(212.85 KB) Additional Information: full citation, abstract, references, index terms

This article describes a multiaccess technique which allows the transport of multimedia information across global personal communication systems (PCS). Impressive growth in the application of wireless technologies to telecommunications has sparked active research on a new generation of mobile radio networks projected to handle heterogeneous traffic types. One of the key requirements of these advanced systems is the multiaccess protocol which must guarantee quality of service and provide eff ...

**15** An efficient packet sensing MAC protocol for wireless networks

Andrew Muir, J. J. Garcia-Luna-Aceves

August 1998 **Mobile Networks and Applications**, Volume 3 Issue 2

Full text available: pdf(641.36 KB) Additional Information: full citation, abstract, references, citings, index terms

The Group Allocation Multiple Access with Packet-Sensing (GAMA-PS) protocol for scheduling real-time and datagram traffic in a wireless LAN is specified and analyzed. By maintaining a dynamically-sized cycle that changes in length depending on the amount of network traffic, GAMA-PS is able to efficiently control channel access while ensuring that there are no collisions of data packets. Each cycle contains a contention period and a group-transmission period; a station with data to send comp ...

**16** Multi-level specification and protocol design for distributed multimedia communication

Taieb F. Znati, Yi Deng, Brian Field, Shi-Kuo Chang

October 1991 **ACM SIGOIS Bulletin , Conference proceedings on Organizational computing systems**, Volume 12 Issue 2-3
Full text available: pdf(1.42 MB) Additional Information: full citation, references, citings, index terms

17 Posters: Multimedia streaming services: specification, implementation, and retrieval
Björn Althun, Martin Zimmermann
November 2003 **Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval**
Full text available: pdf(263.35 KB) Additional Information: full citation, abstract, references, index terms

The central purpose of this paper is to present a novel framework supporting the specification, the implementation and retrieval of media streaming services. It provides an integrated service development environment comprising of a streaming service model, a service specification language and several implementation and retrieval tools. Our approach is based on a clear separation of a streaming service specification, and its implementation by a distributed application and can be used for differen ...

**Keywords**: XML, multimedia retrieval, streaming service

18 Video Storage: Periodic broadcast and patching services: implementation, measurement, and analysis in an internet streaming video testbed
Michael K. Bradshaw, Bing Wang, Lixin Gao, Jim Kurose, Prashant Shenoy, Don Towsley, Subhabrata Sen
October 2001 **Proceedings of the ninth ACM international conference on Multimedia**
Full text available: pdf(797.96 KB) Additional Information: full citation, abstract, references, citings, index terms

Multimedia streaming applications can consume a significant amount of server and network resources. Periodic broadcast and patching are two approaches that use multicast transmission and client buffering in innovative ways to reduce server and network load, while at the same time allowing asynchronous access to multimedia steams by a large number of clients. Current research in this area has focussed primarily on the algorithmic aspects of these approaches, with evaluation performed via analysis ...

**Keywords**: patching, periodic broadcast, server

19 &pgr;DTV: a client-based interactive DTV architecture
Edward Y. Chang
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 2)**
Full text available: pdf(528.36 KB) Additional Information: full citation, references, index terms

20 ARCMA—adaptive request channel multiple access protocol for wireless ATM networks
Anna Hać, Boon Ling Chew
November 2001 **International Journal of Network Management**, Volume 11 Issue 6
Full text available: pdf(669.87 KB) Additional Information: full citation, abstract, references, index terms

We propose a new multiple access protocol based on demand assignment. This protocol is designed to reduce contention in the request phase while minimizing transmission delay under various network (ATM) environments. Our protocol uses an adaptive scheme that changes under heavy traffic conditions, and also provides priority to certain delay-sensitive traffic.

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1 **Fixed versus adaptive admission control in direct broadcast Satellite networks with return channel systems**
*Alagoz, F.; Vojcic, B.R.; Walters, D.; AlRustamani, A.; Pickholtz, R.L.;*
Selected Areas in Communications, IEEE Journal on , Volume: 22 , Issue: 2 , Feb. 2004
Pages:238 - 249

[Abstract] [PDF Full-Text (360 KB)] **IEEE JNL**

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2 **A fuzzy linguistic summarization technique for TV recommender systems**
*Pigeau, A.; Raschia, G.; Gelgon, M.; Mouaddib, N.; Saint-Paul, R.;*
Fuzzy Systems, 2003. FUZZ '03. The 12th IEEE International Conference on , Volume: 1 , 25-28 May 2003
Pages:743 - 748 vol.1

[Abstract] [PDF Full-Text (480 KB)] **IEEE CNF**

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3 **The integrated MetaNet architecture: a switch-based multimedia LAN for parallel computing and real-time traffic**
*Ofek, Y.; Yung, M.;*
INFOCOM '94. Networking for Global Communications. 13th Proceedings IEEE , 12-16 June 1994
Pages:802 - 811 vol.2

[Abstract] [PDF Full-Text (816 KB)] **IEEE CNF**

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4 **A new type hypermedia platform for industrial applications**
*Satou, T.; Sakauchi, M.;*
Industrial Electronics, Control, and Instrumentation, 1993. Proceedings of the IECON '93., International Conference on , 15-19 Nov. 1993
Pages:2262 - 2265 vol.3

[Abstract] [PDF Full-Text (232 KB)] **IEEE CNF**

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